Join the nationwide quest to find the Holy Grail – worth £5,000!

Here's an exciting opportunity to win the fabulous Grail pictured on the front cover of the Lancelot box. Encrusted with semi-precious stones – amethysts, garnets and opals – the 7in high solid sterling silver goblet has been hand crafted by one of the UK's most talented silversmiths and has an estimated market value of £5,000.

The goblet stands on an oak block with a solid silver plaque engraved with the winner's name, and fits in a carefully-lined presentation box. It will certainly be a prize to treasure.

The goblet has been carefully buried at a secret location somewhere in Britain. You must use your skill and ingenuity to find the exact location by solving the puzzles which Level 9 has cleverly devised.

To give everyone a fair chance, the Grail Quest has two stages:

How the contest works

The four preliminary contests all work along the same lines.

The telephone starting clues tell you which of the many clue words (in capital letters) contained within the Lancelot game to pick for each current contest.

You must find them and sort them into a master riddle which describes and spells out a place connected with Arthurian legend.

All the clue words for this example are hidden in part one of the game – in and around Merlin's house.

The starting clue given by ringing the special phone number would be as follows:

Welcome to the Grail Hotline. The clue for October 17 to November 7 is a weighty matter.

This means that all the clue words (shown in capitals) can be found in the same sentence as something to do with weight e.g. pound, ounce, ton. You have to sort them, adding punctuation, until they make sense and successfully produce a master riddle i.e. MERLIN'S GIANT MICRO UPON THE HEATH; THE WELL KNOWN STANDING CIRCLE. The answer is STONEHENGE which is reputed to have been an astronomical computer built by Merlin. You can check whether you are right because all correct master riddles spell out their own answer. Just take a look at the last letter of each word. Spotted it?

Note: This is only an example and does not form part of the contest.

Stage One

Four preliminary contests, each of which reveals a possible place (but not THE place) for the Grail. The senders of the first nine correct answers, drawn from the sack each time, will receive a scroll recording their achievement and will go forward to the final.

Stage Two

In February, all 36 finalists will simultaneously receive a further set of clues. If you are the first to telephone the correct answer you will be taken to the secret burial site to dig up the solid silver Grail, which will be yours to keep.

Stage One Preliminary Contests

The preliminary contests will run from October 1988 to January 1989. Dates are:

- From 9am October 17 to November 7
- From 9am November 8 to December 6
- From 9am December 7 to January 4
- From 9am January 5 to February 2

To take part, phone the special Grail Hotline on 0625 879914 between these dates and you will learn the current starting clue. This is the key to the individual clues within the game.

How to enter

When you have solved one of the contests, write to: *Grail Quest, Mandarin Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.* Enclose the answer, the current coupon and your name, address and both daytime and evening telephone numbers.

Winners will be picked one week after each contest, from letters postmarked on or before the closing date. We regret that it will not be possible to give individual replies to other entrants.

Rules

- The competition is not open to the staff of the Europress Group and Level 9 or their relatives.
- Multiple entries are permissible only if accompanied by the correct token.
- The competition will be judged by Mandarin Software. Its decision is final, and no correspondence may be entered into.
- Please enclose a stamped addressed envelope if you would like a list of all the winners and a complete solution once the competition has been solved.

Lancelot

Token 1 — Clue revealed: October 17 — Closing date: November 7

Lancelot

Token 2 — Clue revealed: November 8 — Closing date: December 6

Lancelot

Token 3 — Clue revealed: December 7 — Closing date: January 4

Lancelot

Token 4 — Clue revealed: January 5 — Closing date: February 2

Lancelot

Send this token for a clue sheet to the adventure game, enclosing a stamped, addressed envelope.